Extraction from our pricelist:

sintech

New:

Drive-Set with Floppy, PSU and cable for +3 B:drive or floppy-interface	40,00 Euro
VIDEO-Modulator (small kit for giving a Comp.Video signal on 48/48+ or +2A/+3	15,00 Euro
VGA-Box (leitet Video-Signal an PC-Monitor weiter)	49,00 Euro
IDE-Kit für MB02+ (ask for Harddisks and CD-Roms)	26,00 Euro
Spectrum +2A, new and in original box, complete	219,00 Euro
Didaktik Kompakt 48k	154,00 E KS
Diskinterface D80 + Flopppy for Didaktik or Spectrum	111,00 E KS
B-Drive for D80	60,00 E KS
Proface AT Extern (Keyboardi nterface to connect PC-Keyboard)	69,00 E KS
Proface AT intern	62,00 E KS
Melodik AY-Soundbox without case	21,00 E KS
Floppy drive (1860k for MB02, 720k for Opus, 780k f. +D) state type required	24,00 Euro
Power supply for +2A/B and +3 or for +2 (also 48k und 128k) state type	29,00 Euro
Floppy cable for 2 drives	4,00 Euro
Multiface 128 (also works on the 48k)	26,00 Euro
Multiface +3	46,00 Euro
Plus 3 cassette cable	9,90 Euro
+2/+3 Joystick Adapter	9,90 Euro
Spectrum +2 Lightpen	36,00 Euro
Spectrum +3 Lightpen	27,00 Euro
Silver paper for ZX Printer	5,00 Euro
Phaser-Pistole mit Software (Tape or +3)	19,00 Euro

Spares:

+3 drive belt	2,00 Euro
Keyboard-Sticker for Spectrum / PC-Emulatoren	8,00 Euro
Keyboard membrane 48k	11,00 Euro
Keyboard membrane Spectrum +/128k, new Qualität, no aging, UV and heat resistent	21,00 Euro
4116 Memory IC	2,00 Euro
4464 Memory IC	3,00 Euro

Used:

Sinclair ZX Spectrum 128k, complete with all cables	129,00 Euro
Sinclair ZX Spectrum +2, complete with all cables	79,00 Euro
Sinclair ZX Spectrum +2A, complete with all cables	69,00 Euro
Sinclair ZX Spectrum +3, built in 3" drive, complete with all cables	99,00 Euro
Sinclair Spectrum 48k komplett (Gummi), complete with all cables	64,00 Euro
Sinclair Spectrum 48k + komplett, complete with all cables	64,00 Euro
+3 Laufwerk (checked)	29,00 Euro
Interface I	69,00 Euro
Microdrive	25,00 Euro
Plus D Clone, without case,with 3,5" Floppy, cable + Power supply	129,00 Euro
Opus Discovery Diskinterface with 1 x 720k Drive	119,00 Euro
Joystickinterface 1-Port 3,00 • 2-Port	11,00 Euro
Joystick (various to choose froml)	2,50 Euro
Sinclair SJS-Joystick (+2/+3)	6,00 Euro
Microdrive Cartridges (ex-Software)	3,50 Euro
3" Disks for Spectrum +3 (ex-Software, 5 in one Pack)	19,00 Euro

Plus a large quantity of software on offer and books. Ask for our list. Products marked with 8BC or KS are sold by teh 8Bit Company or Kompakt Servis, sales orders for these products are passed by us to the suppliers. There is no disadvantage for the buyer, you pay as usual.

Prices plus P&P. Offer as long as stocks last.

Send orders to: SINTECH, Gastäckerstr. 23, 70794 Filderstadt, Tel./Fax: 0711/775033

email: sintech@online.de   http://www.sintech-shop.de

SUC-SESSION
YOUR SPECTRUM - MAGAZIN

Issue 205 March 2006

Please

We hope for warmer days!

**We make it hot?
With SUC-Session?**

Contents

Publisher

How can you become a Member

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pin allocation of the Colecovision, Master System, MSX and Amstrad computers was a little non-standard – it was not possible to give a 100% guarantee of compatibility to VCS joysticks. So that some third party manufacturers produced joysticks with switches for the various systems, others sold adapters which allowed Atari 9-pin Joysticks to even work on systems like the Apple II and Tandy TRS80 computers.

 In the era of the 9-pin Joystick, when the digital joystick was at the peak of it's success, the mass market had simply no need to develop any alternative controllers: Anyone buying a controller looked for reliability, compatibility and a good price and not expensive aluminium boards or exotic one handed sticks.

The boom phase was short and with the crash of the video games market half of the joystick manufacturers went bust. Most of them exist today only as a registered name, or as a patent held in such countries as the USA, Hongkong and Taiwan. On an island further west an unknown company called Nintendo was working on something to completely replace the 9-pin joystick…

The advert from the American company Infocom says that the Atari-stick is 'out' (The adventure producers suggest text input and keyboard), the advertising from the Action-Company First Star ('Boulder Dash') though goes 100% joystick. To use all the new features you need to use 4 joysticks at the same time.
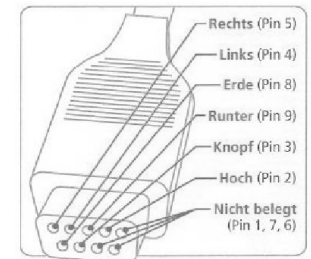
The 9-pin Joystick pin connection standard has existed since 1977: Three pins are unused, five give the direction and button signals to the console, one is earth or ground. The later consoles use extra pins, but retain the original pins and their use.

Gold digger atmosphere: a large number of small ‚garage' firms earned money from the 9-Pin-Boom. The ‚Command Stand' made in-house gave the VCS-Stick a firm mounting and allowed unhindered game play.

In 1984 the improved Spectrum+, the Spectrum 128 and eventually the Quantum Leap (The QL) appeared. The later with it's multitasking operating system and graphic desktop with windows was really a quantum leap but because of difficulties with the production never really achieved large market penetration.

Then 1985 came a complete surprise from Sinclair as he presented his compact and elegant Electric car which was sold via the normal computer operation. Driven by two car batteries the C5 achieved a relatively low speed of 21KM per hour. After the production of 17000 units and a loss of 7 million pounds the project was finally scrapped.

Amstrad took over Sinclair in 1986 and the by now from queen Elisabeth II knighted Sir Clive went on to found a new firm Cambridge Computers. The first product was the now legendary Z88 an unusually light and robust laptop. A special feature of this computer is it's boot up speed of just a few seconds – It's whole software is permanently loaded in the memory to allow a fast and extended period of operation.

SINCLAIR ZX 80 1980... UND SEIN NACHFOLGER ZX 81 1981, MICRODRIVE 1984

Joysticks – 9-pin-Era

from: Winnie Forster (Hrsg.), Stephan Freundorfer:
Joysticks. Eine illustrierte Geschichte der Game-Controller
1972-2004, S. 23

In the video game gold rush of the early 80's, peripheral companies just shot out of the ground – some presented clever technical accessories, others wanted the quick buck. The built in joysticks on the consoles died out and with the new Intellivision and G7000 came sockets to allow a free choice of joystick type.

The dominance of Atari set the first standard: Wico, Suncom, Spectravideo and Kempston supplied their controller with a 9-pin Atari plug as standard, other connectors were only occasionally offered and produced in small quantities. So for the mass market appeared the classic VCS -joystick and –paddles and millions of other Atari compatible controllers. As the VCS slowly died out other newer systems remained true to the established standard. Right up into the nineties Atari and Commodore maintained the standard with classic joysticks such as the Competition Pro and the Quickshot.

In comparison to the C64 and Amiga many of the older systems they were more, 'nearly' compatible to the 9-Pin standard: because of the need to support extra fire buttons the

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From our editor

Hello to you all,

This time the magazine has been put together in a very short time ideed, hurray!
We would like to continue this in future years!

And we will do it with the following team members:
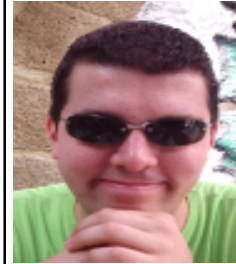
| Ben | Thomas | Ian | Wilko |
| Redakteur | Organisation SUC | Eng. translations | Correction Reader |

Invitation for everyone! A new Forum!

This month I am creating a new Forum at *http://www.benophetinternet.nl/hobby/forum*.
It will contain everything to be reported on:

- Sinclair Computers
- The Sam Coupe
- Retro-Computing in general
- New Hard- and Software projects
- And of course about this magazine

Feel free to add your knowledge, ideas, comments and thoughts about life (maybe not that) and any flashes of inspiration to any of these subjects.

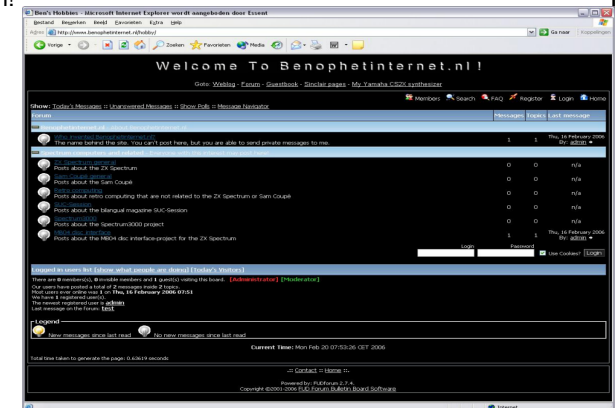We are looking for a translator!
But to be able to support the magazine we need some help.
Ex. : Is someone out there who could translate one or two articles in English into German?
If yes, then please send an E-Mail to me: *ben.versteeg@benophetinternet.nl*
or Thomas: *info@sintech-shop.de*

New themes!
Beginning with this issue we want to present some new themes:

My Spectrum – about peoples experiences with Spectrum computers. What are your thoughts about your hobby?
How did it start? Send diagrams, descriptions and everything you have that you would like to pass on about your hobby to others.

My Hobby room – Where do you do your hobby? We are really interested in your cupboards- / Hobby rooms- / loft conversions and – pictures. So put some batteries in your digital camera! If you're able to make a drawing of your hobby room then please do that.

Interview with... – we will try to interview even more well known people from the spectrum community. If you have some ideas of who we could ask questions to and have his or her contact address then send it to us and maybe you know some great details about the person yourself!

Send all of your documents to: *ben.versteeg@benophetinternet.nl*
Or to: *info@sintech-shop.de*

Have fun with this issue of SUC-Session!
See you l8r!   *Ben Versteeg*

Meetings 2006

Wow, a lot of very special party's this year together with the standard meetings.

You will even have to choose between DiHalt and IVP, if you really must go as your parents in law are coming by at the end of April……

Every 2. and 4. Wednesday at 8PM   Sinclair & Sam Meeting
Location: „Bovenveen" Voorburg, Niederland
Information: Send an E-Mail to the organiser for more information:
suc@benophetinternet.nl

04.03.2006   *Sinclair & SAM Meeting*
Location: Camminghalaan 2, Bunnik near Utrecht, Niederland
Information: http://sinclair-gg.hobby.nl/

10-12.03.2006   *The ZX81 celebrates it's 25th Birthday!!*
Location: Fulda, Hessen, Germany
Information: http://zx81.de/english/_frame_e.htm

17-19.03.2006   *FOReVER7 - 8bit Party*
Location: The Earth/Europe/Slowakei /Trencin/Sps Odevna
Information: http://forever.zeroteam.sk/

22-23.04.2006   *Internationale Sinclair & Sam Days - SUG meets SPC!*
Location: Stein near Urmond / Maastricht, Niederland
Information: http://sinclair-gg.hobby.nl/

Book reviews

Der Computer - Sinclair Research

from: Christian WurstFounded 1961 by Clive Sinclair as Sinclair Radionics in Cambridge, England.
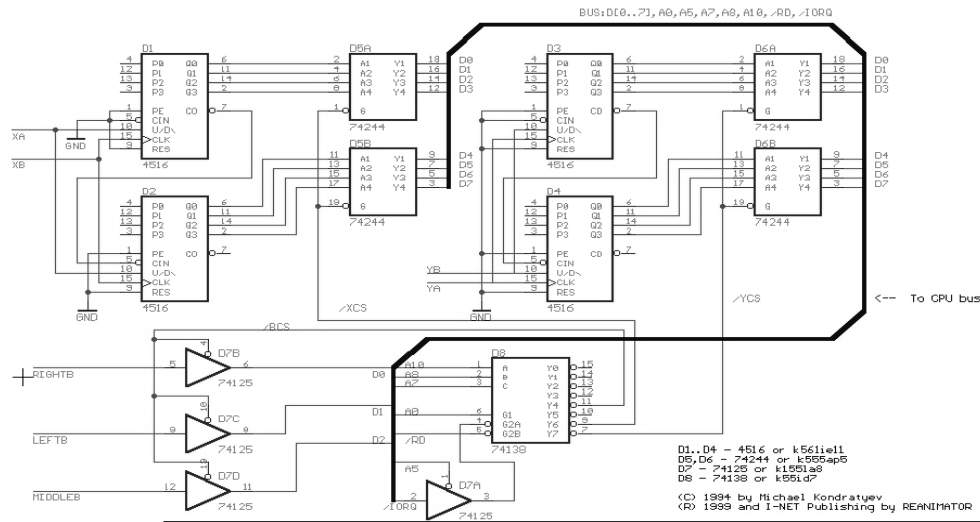
SINCLAIR RESEARCH LTD.

As early as 1962 Sinclair Radionics produced it's first product for the market place: the Micro-Amplifier.
Four years later the young firm presented it's first pocket TV called Microvision. As Sinclair had financial problems in the early years Clive Sinclair kept up his writing of magazine articles and selling of pre-tested transistors from the company National Seminiconductors Ltd. After some small radio's and miniature amplifiers Sinclair presented the Executor in the middle of 1972, one of the smallest of calculators, which handled all of the basic forms of calculation and with a genuine 8 digit display. A number of improved models were produced until in the middle of the 70's the 'Cambridge', the 'Oxford' and 'Scientific Programmable' appeared, the last could execute small programs.

As well as this in 1976 Sinclair built the 'Black Watch', the first digital watch which with a key press showed the time on it's LED's, two years later came the pocket television. In the following years Sinclair was busy with Radios and various HiFi components.

In the middle of 1979 one of Sinclairs firms, Science of Cambridge Ltd brought the first micro computer kit onto the market with the name MK14, a cheap kit for the rapidly growing electronic hobby market . The success was so great that Sinclair began work on a more complex computer and in the middle of 1980 the now renamed company Sinclair Computers Ltd brought out the ZX80 the smallest and cheapest computer in the world. With one kilobyte of main memory it cost 79 British pounds as a kit and 100 pounds as a ready built computer. The ZX used a cheap foil keyboard – often referred to with the nickname 'Mickymouse keyboard' – it connected to a normal television. Data and programs could be saved and loaded using a simple cassette recorder. The device was a success, including in the USA. Up to the summer of 1980 over 20000 were sold.

Just one year later, in the spring of 1981 the next model appeared, the ZX81 in a matt black case and which thanks to a new cheaper chip cost just 70 pounds at shortly thereafter just 50 pounds. It's main memory had in this time expanded to eight Kilobytes and at last a floating point capability had been included. The ZX81 sold much better than it's predecessor – up to February 1982, 50000 units were sold.

The American watch making company Timex obtained the licence to produce and sell the ZX81 in America under the name Timex1000. More as something to play with there appeared shortly thereafter a tiny printer which burnt it's 32 characters per line onto silver thermo paper. The next model of ZX81, the ZX Spectrum was even better and came with 16 or 48 Kilobytes of main memory. Up to the beginning of 1983, 200,000 had been sold and it was real competition for the   COMMODORE C64, which was the market leader in home computers. The Spectrums Microdrive-Magnetic tape drive however, could not make much of an impression in the market and disappeared quite quickly.

BUS:D[0..7],A0,A5,A7,A8,A10,/RD,/IORQ

<-- To CPU bus

D1..D4 - 4516 or k561ie11
D5,D6 - 74244 or k555ap5
D7 - 74125 or k551la8
D8 - 74138 or k55id7

(C) 1994 by Michael Kondratyev
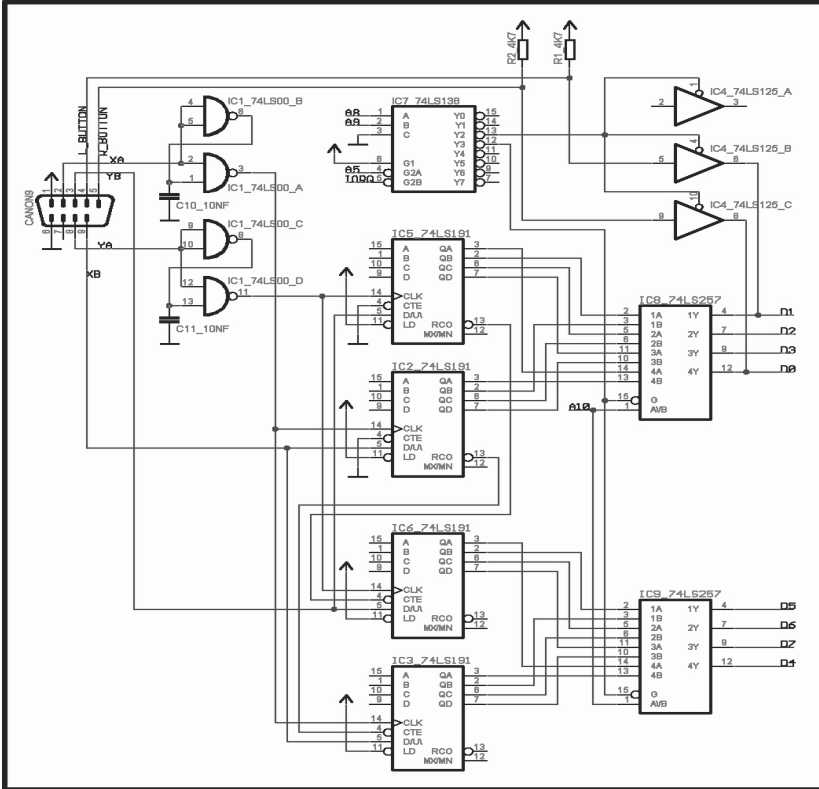(R) 1999 and I-NET Publishing by REANIMATOR

I've haven't had much time to study the three circuit diagrams but I will, given some more time.

Enough for now! Next time I will be working on another function of the MB04! Which can be followed at www.benophet internet.nl/hobby My MB04 plans!

Best wishes

Ben Versteeg

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ORIGINAL KEMPSTON MOUSE INTERFACE

X-axis = port 64479 (xxxxx011 xx0xxxxx)
Y-axis = port 65503 (xxxxx111 xx0xxxxx)
BUTTONS= port 64223 (xxxxxx10 xx0xxxxx)
```

29-30.04.2006   *DiHalt2006*
Location: Niznij Novgorod, Russland
Information: http://www.dihalt.org.ru/index_eng.htm

29-30.04-2006   *Internationale Wodka-Party 2006: Drei*
Location: Yerzmyey's place, ul.Halszki, Krakow, Poland
Information: http://factor6.ic.cz/ivp/

10.06.2006   *Sinclair & SAM Meeting*
Location: Camminghalaan 2, Bunnik near Utrecht, Niederland
Information: http://sinclair-gg.hobby.nl/

01-02.07.2006   *Z-Fest 2006 - 8-Bit Party with special orientation towards CP/M.*
Location: Knickhagen, Hessen, Germany
Information: http://www.z-fest.de

16.09.2006   *Sinclair & Sam Meeting*
Location: Camminghalaan 2, Bunnik near Utrecht, Niederland
Information: http://sinclair-gg.hobby.nl/

30.09.2006   *Joyce meets Speccy & Sam*
Location: Restaurant Margarethenkreuz, Ittenbach, Germany
Information: http://joyce.de/ag/klubtreffen.htm

News in Brief

All that´s new from the whole world

LCD in Jail

After a number of reports in News in Brief I have decided to write an extra article about this subject. I've known for a long time that LCD isn't simply lost but is in fact in prison. He denies the charges, but I don't know any details about the offence or the court case. As I've only heard rumours, I would prefer not to say too much, those who know him will certainly know that he isn't capable of an act of violence and that this concerns a case of murder.

Up to now I've kept this information to myself, but as a similar article has now appeared in the SPC-Magazine I have decided to write something on the subject. Especially as the SUC is affected much more by his absence. We miss his help in creating SCENE+ and our web space which he had provided. So that in the last year only one issue of SCENE+ has appeared and this issue number 60 was till today only sent to MB02 users. The cassettes should be sent in the next few days, for those who have subscribed to TAP-

Downloads will receive the magazine by E-Mail as we don't have the necessary web space.

We need help with the following:

- Someone, who can convert the MB02 or TAP format of the magazine into Plus D
- Someone, who could make an Opus version from the Plus D Format
- Someone who could make the TAP-Files available for download on a server

I wait with anticipation that someone from our reader circle can offer help. For anyone who could offer web space, just to say that the download-area must be protected with a password.

I am hoping for your help, so that SCENE+ can appear regularly once again!

Mirko and I are simply overloaded with this extra work and especially can't find the time for the various disk versions.

Te

New ZX-Pages

www.velesoft.wz.cz

We received an E-Mail from Velesoft about some new pages especially for the ZX Spectrum / Sam Coupe / Timex and Sprinter.

They contain a number of VERY interesting details:

- A mouse interface for the Sam Coupe – if I'm not mistaken it supports a USB mouse, which would be unique! The pages contain diagrams etc. I have sent the owner of the web pages an E-Mail asking if he is selling the necessary chips and he will respond when they are ready !
- Comple descriptions and diagrams of how to use a standard diskette drive on the Sam Coupe
- …. And more

The pages are super and I hope a number of the articles will be translated into English.

Retrogamer

http://www.retrogamer.net

The publishing house Live Publishing in England is in difficulty and has stopped producing it's magazines including the excellent „Retro Gamer", which also included lots of new information for the Spectrum. Now the magazine has newly reappeared un the publishing house, Imagine Publishing. There is no longer a cover disk but the magazine includes more pages and everything has a new layout but produced from the old team.

You can subscribe to it via the internet at www.retrogamer.net.

Just to think about a new Sinclair-Project doesn't guarantee that it will one day be built. I've had a number of thoughts and have used up a lot of hours with the creation of a new interface for the Spectrum.

To be exact it's not completely new, but I will explain:

As you perhaps know the 8-Bit-Company (www.8bc.com/sinclair) once produced the diskette interface MB02. I have already reported on this and an article in SUC-Session issue 200 made public the great work done by 8BC!

But, as you will read in this article I have never owned a real MB02, though I have seen a lot. 8BC had also produced add-ons, we have already reported on the IDE-Interface in our 'News in Brief' from the last issue. As I heard that the MB02 would probably never be produced again, I was disappointed. But, as I saw that it was possible to download the circuit diagrams and software for the MB02 from the 8BC web site I began to think about producing one (or more) MB02's. As I began the project I immediately thought, why not include a power supply and perhaps a further interface ? I thought maybe a real-time clock, then direct Z80 memory access, the IDE Interface and further thoughts included an interface for a PS/2 keyboard and PS/2 mouse.

These thoughts should not just die again, so I decided to write down everything about this project but for this article I want to concentrate on the mouse interface.

The reason I decided to include the connection for a PS/2 keyboard and mouse is that they have been available for a number of years and I already had the circuit diagram which would work with many different keyboards (with and without a cable).

There are more things to think about when it comes to the mouse interface… for example the Spectrum supports a number of different types of mouse. As far as I know that is mainly the Kempston mouse, AMX mouse, Genius mouse and possibly more. Not only has each a different interface but the types of mouse used is different in each case. Now the problem to choose the best Spectrum mouse add-on and then to find an interface that can convert the PS/2 mouse signals correctly. I have chosen the Kempston mouse interface. The reason is that I had read somewhere that it is possible to connect an AMIGA-mouse to it and the Amiga-mouse is well known so that it might be possible to find a converter for the signals from PS/2 to Amiga-mouse standard. And that's the way it looks!
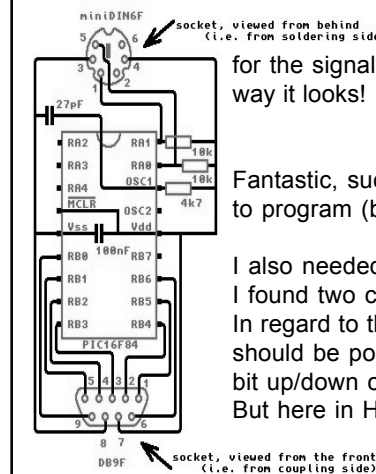
Fantastic, such a simple interface. With just one PIC which is simple to program (believe me – it is simple to program).

I also needed the circuit diagram for the Kempston mouse interface… I found two circuit diagrams.

In regard to the first Kempston interface: After some thought I think it should be possible to replace the two 4516's and the 74244 with an 8 bit up/down counter with 3 state output, something like the 74LS469. But here in Holland I can't find any shop which sells them…

So I will probably use two 74LS191's to replace the 4516's and the 74LS244 as in the original diagram. So in total you need 8 IC's for the interface.

It was fortunate that his magazine started a wave of retro-interest, which spawned more magazines including a german Retro-Magazine is said to exist. I think I will have to drop in at the newsagents and take a look…

Easter eggs
 *http://cl4.org/comp/spectrum/eggs/*
You could know Easter eggs from the DVD film: funny hidden features which are a real challenge to find.
A number of pages have been devoted to these Easter eggs.
Now Paul 'Equinox' Collins has produced such a page… but not for DVD's but for Spectrum gamers!
Take a look at these pages, there is a link to WoS and try to find the eggs yourself! A really funny great fun list!

News from: **http://www.worldofspectrum.org**
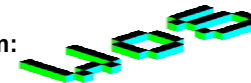
A very large number of new documents can be found at WoS mostly scans from software and books but also a high res photo of the box from an original Spectrum 80K can be found there!

I've chosen a number of really nice details to publish in the SUC-Session.

Magazine ZX
http://www.speccy.org/magazinezx
„Magazine ZX has allowed us to include it's magazine in our archive – it's a licence for creative use and the first 11 issues are available as pdf and HTML (for use off.line)."

ZXSF
ftp://ftp.worldofspectrum.org/pub/sinclair/magazines/ZXSF/ZXSFIssue05.zip
„Ignacio Prini Garcia has published ZXSF issue 5 (magazine + attachments, 10MB or as zip 7MB) (Spanish)."

EmuZWin
http://bonanzas.rinet.ru/apps/EmuZWin_Eng.htm
There is an up to date edition of EMUZWin, a large (and free) Emulator.

Check the details on the website and read the article about EmuZWin in this issue of the SUC-Session.

ZX-LiveBox

http://www.spectrum.8bit.pl/spectrum/zx-livebox

There is a new edition of the ZX-LiveBox-Emulators

This emulator runs on Knoppix, a Linux version which can be run directly from CD-ROM without having to install it on the hard disk.

This emulator has some very funny and usefull functions and includes all of the issues of the magazine „ZX-Format".

Invitation: Who would like to write an article about their experiences with this emulator?

Historical Documents

ftp://ftp.worldofspectrum.org/pub/sinclair/company-pics/Crash/Newsfield/
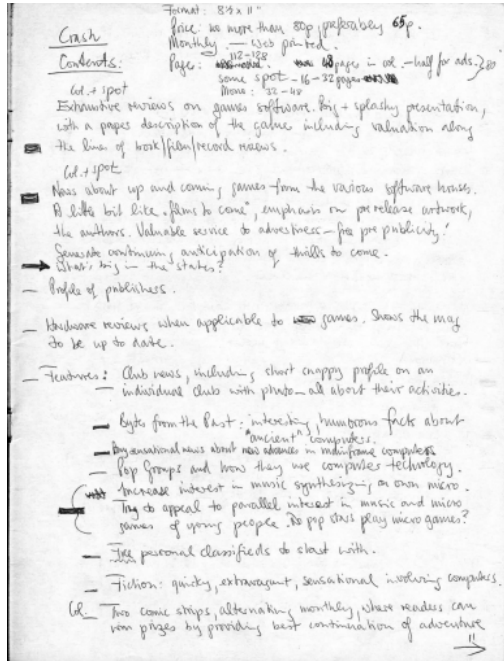
EXCLUSIVE: Stephen Stuttart (Mort) managed to obtain (scans from) some historical Newsfield-Documents, including the birth of Crash!"
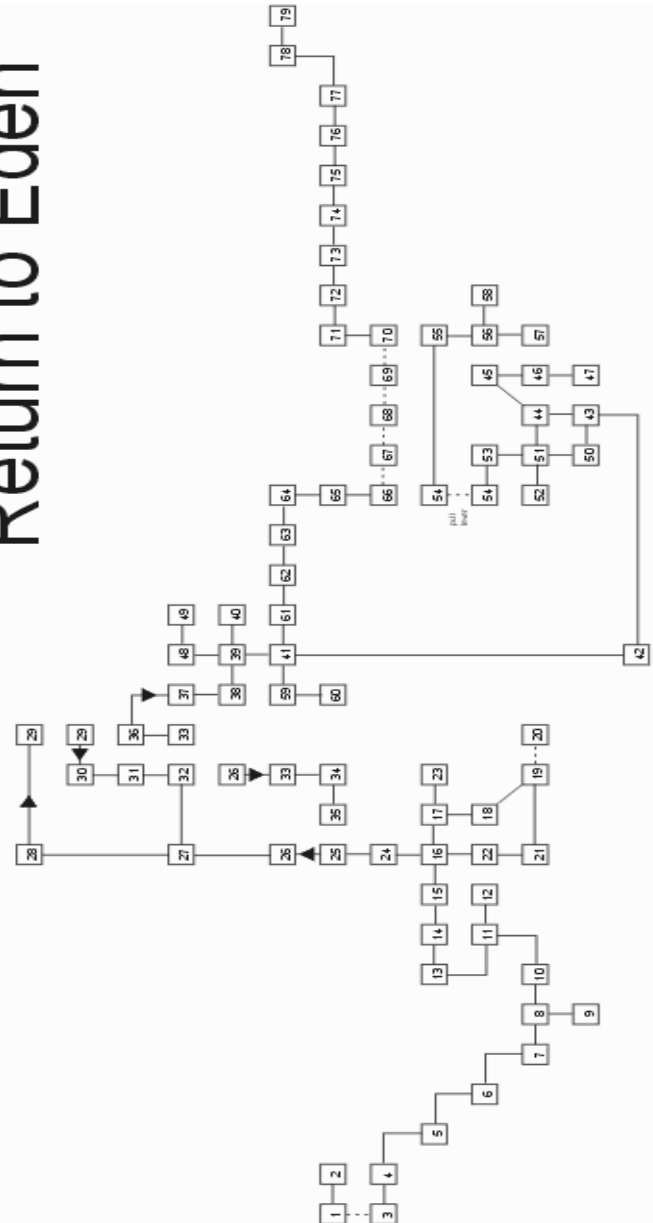
If you're not a fan of strange pictures then don't visit this web site.

But the first scans from the magazine Crash are really worth a look.

Here some low-res-examples:

lift addres for : (1) Cop Shop; (2) DIY; (3) Estate Agents; (4) Travel Agents; (5) Bank – they are random in each game). S - E - N - SEARCH - (we note the number for the Cop Shop) - S - S - LISTEN - (the bank mumber) - W - SEARCH - (the number for the estate agent) - W - W - N - W - SEARCH - (the number for DIY) - S - IN - (the boss ask another question) - YES - INSERT CARD - (a Koala Bear falls out) - TAKE KOALA - OUT - N - E - DROP KOALA - (he retrieves a note from under the statue) - TAKE NOTE - READ NOTE - (the number of the travel agents) - N - W - WAIT - (until the river boat arrives) - IN - (we are brought to a casino on the other side) - SAY RED - SAY BLACK - SAY RED - SAY BLACK - SAY RED - SAY BLACK - EXAMINE CREDIT CARD - (not bad) - WAIT - (until the boat returns) - IN - (it travels back to the other side) - S - E - S - S - IN - (we get the address of the charity shop – but we can forget this useless information) - TAKE POWDER - EXAMINE POWDER - OUT - TEAR PACKET - TAKE TICKET - EXAMINE TICKET - N - E - E - S - S - (the ticket is taken) - WAIT - (until the train comes) - S - WAIT - (until the train start to move) - N - N - N - (in front of a lift). PUSH BUTTON - (the lift door opens) - N - (first to the Cop Shop – we hopefully can remember the number) - PRESS * - PRESS * - PRESS * - S - S - TAKE IDENTITY DOCUMENT - N - PUSH BUTTON - N - (then to the Bank) - PRESS * - PRESS * - PRESS * - S - S - (the manager pays out a loan) - EXAMINE CREDIT CARD - PUSH BUTTON - N - (now the DIY) - PRESS * - PRESS * - PRESS * - S - S - TAKE SCREWFINGER - N - PUSH BUTTON - N - (now to the estate agents) - PRESS * - PRESS * - PRESS * - S - S - (we buy a house and receive an address) - PUSH BUTTON - N - (on to the travel agents) - PRESS * - PRESS * - PRESS * - S - S - (we receive our travel documents) - TAKE TRAVEL PASS - EXAMINE TRAVEL PASS - PUSH BUTTON - N - (back to the platform – hopefully we have remembered the number to release the lock on the ticket) - PRESS 0 - PRESS 0 - PRESS 0 - S - S - S. WAIT - (till a train comes) - S - PULL CORD - (the brakes are applied and we find 50 Credits) - N - DOWN - E - UP - N - N - N – (we are invited in) - E - YES - W - N - W - N - E - N - N - (we are made mayor) - DOWN - TAKE VISOR - WEAR VISOR - LOOK 4 - BLINK - UP - SCORE. (should now show 800/100 and we are a Starship Captain). S - S - S - S - E - S - S - S - S - WAIT - (till the train comes) - S - WAIT - (we travel to another station) - N - N - N - N - N - N - (now we are sitting in a Spacebus) - DOWN - TAKE RADCOM - UP - WAIT - (until the spacebus stop) - OUT - (we are arrested by a robot and locked in) - KICK MUSHMAT - (we see a blank plate) - TAKE PLATE - E - OPEN DOOR - E - DROP PLATE - (it blocks the drain and we swim around) - OPEN GRILL - (with the screwdriver and we get into an air duct) - DOWN - W - W - N - OPEN DOOR - E - (we hide in a large cupboard and the robots go on past) - TAKE HELMET - WEAR HELMET - TAKE LEOTARD - WEAR LEOTARD - OPEN DOOR - W - S - E - OPEN DOOR - S - OPEN DOOR - S - IN - (we are sitting on a Starbike) - PULL STARTER - (the Starbike brings us to Snowball 9) - UP - UP - W - S - W. FINAL MESSAGE: „The crew arrest you and quickly release you again! The game is over! At your subsequent trial, you are acclaimed as a mega-hero and confirmed as Mayor of all Eden by popular demand. Congratulations! You score 1000 out of 1000 and are a Megastar Adventurer".

Done - Return to Eden is solved. We hope you found our efforts useful and will join us again next time when we present the solution to a new adventure.

So until then......

Dutch Handbook for the Disciple
ftp://ftp.worldofspectrum.org/pub/sinclair/ hardware-info/ DiscipleInterface_UserManual(Dutch).zip

„Chris Born scanned the Dutch handbook for the Disciple-Interface, as well as the DISCIPLE-Nieuwsbrief-Ausgaben Combi 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15 und 16."

Hardware-Pictures

ftp://ftp.worldofspectrum.org/pub/sinclair/hardware-pics/Multiface128.jpg

„Thomas Andrews photographed various hardware components and their boxex: Multiface 128 (packaging), Multiface 3, Protek switchable Joystick-Interface, ZX Interface II, ZX Spectrum 48K (Packaging), ZX Spectrum + (Packaging), ZX Spectrum 128K (Packaging), Keyboard of the ZX Spectrum 128K (spanish) and ZX Spectrum 128 +3.“

Fold it yourself Speccy packaging

ftp://ftp.worldofspectrum.org/pub/ sinclair/extras/ZX-48box.pdf

„Nick Tsoukas has produced a fold-it-youself diagram of the packaging for the 48K Speccy.“

Bzither

ftp://ftp.worldofspectrum.org/pub/ sinclair/tools/pc/bzither-0-1.zip

„Milos Bazelides wrote the utility BZither (PC/Windows)“

Converts 256x192 große JPEGs, PNGs or TGAs to packaged SCR-Format.

Midi2Ay

ftp://ftp.worldofspectrum.org/pub/sinclair/tools/pc/midi2ay-0.1.zip

„Quique Llaría wrote the utilty midi2ay(PC/Windows)“

Converts a MIDI-Datei into an AY-Datei.

ZX Shed

ftp://ftp.worldofspectrum.org/pub/sinclair/magazines/ZXShed/ZXShedIssue02.pdf

„ZX Shed, issue 2, is now available!“

Videopac & ZX81 Emulator für Spectrum

ftp://ftp.worldofspectrum.org/pub/sinclair/misc/VideopacEmulator.tap.zip ftp:// ftp.worldofspectrum.org/pub/sinclair/misc/ZX81-Emulator.tap.zip

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EXAMINE WISHBONE - (a useful frame for a catapult) - E - N - N - SQUEEZE LOG - (the wet log changes to a screen) - TAKE SHOOT - EXAMINE SHOOT - DOWN – (here we get the chance to use it) - DROP SHOOT - S - E - E - TAKE VINE - DIG - (we dig up some roots) - TAKE ROOTS - SCORE. (should now show 300/1000 and we are a 7th class cadet). W - S - S - (here is a branch which we can almost reach) - THROW VINE - (it catches on the branch) - UP - N - TAKE BUG - EXAMINE BUG - (could perhaps influence a sonar?) - NE - S - S - DROP COMPASS - DROP TRADCLADS - WEAR FOXGLOVES - TAKE COLD LEAF - (the foxglove protects us) - EXAMINE COLD LEAF - TAKE TWIGS - EXAMINE TWIGS - N - N - SW - S - DOWN - N - N - N - (here is quicksand which prevents us going east) - THROW COLD LEAF - (the quick sand freezes) - E - TAKE CLOAK - EXAMINE CLOAK - WEAR CLOAK - W - S - S - S - UP - W - N - W - (we find ourselves on the southern platform of a lift system with a fulcrum)) - DROP GLOVES - DROP TWIGS - DROP TUBERS - E - E - NE - S - S - TAKE TRADCLADS - TAKE COMPASS - N - N - SW - W - W - DROP TRADCLADS - DROP COMPASS - DROP BUG - E - N - DROP ALL - DROP CLOAK - W - (we are now on the northern platform and the balance between the two platforms is correct......) - PULL LEVER - (the platform begins to move) - E - S - S - TAKE BLUE BERRY - EXAMINE BLUE BERRY - N - GLUE BRANCH - (the fragile branch is now so stable that we can tread on it with one object) - DROP BLUE BERRY - E - TAKE STALK - W - DROP STALK - E - TAKE CHERRY - W - TAKE STALK - TAKE BLUE BERRY - N - W - PULL LEVER - (the platform begins to move again) - E - TAKE STONE FRUIT - TAKE WISHBONE - TAKE CLOAK - WEAR CLOAK - TAKE SEED - TAKE SPADE - TAKE ROOTS - S - W - DROP BLUE BERRY - TAKE TWIGS - TAKE BUG - E - S - E - DOWN - N - W - SCORE. (should now be 400/100 and we are a engineer). S - (we can see the ant army) - PLAY STALK - (they follow us) - N - E - E - E - E - (we see some fencing) - E - (the ants break down the fencing and begin to hum to fool the sensors) - W - W - DROP STALK - TAKE RUBBER BAND - ATTACH RUBBER TO WISHBONE - TAKE STALK - (we build a catapult – We should check our objects to see that we have made it) - E - E - SHOOT CATAPULT - (we destroy all the mines) - E - S - S - WAIT - (we wait for our transport) - IN - (now we are really travelling in it) - WAIT - WAIT - WAIT - (we reach the east end of the beach) - OUT - WAIT - (until the jet machine arrives) - WAIT - (we unload the jet machine) - IN - (we use the jet machine) - WAIT - WAIT - WAIT - OUT - N - (an alarm sounds, as we dive below the water – we use the seed to provide air) - E - E - E - E - E - E - (we are now in a tunnel beneath the town wall) - TAKE CREDIT CARD - EXAMINE CREDIT CARD - (400 Credits at the moment) - DROP CATAPULT - DROP SEED - DROP TWIGS - DROP STALK - UP - E. (we should now meet Graunch, who asks us some puzzles in a random sequence. The answers are:: legs belong to „MAN“, the genie is a „COMPUTER“, rich man wants „NOTHING“, cold-blooded things are „TREES“, the blind God is „LOVE“, you all know „GOSSIP“, healer is „TIME“, the unfelt thing is „LIFE“ and pet is „FIRE“. We should note these answers and give them to the appropriate question : „SAY(correct answer from list)“, then „EXAMINE CREDIT CARD“ and we see we now own 1300 Credits). W - S - S - (if we see any ‚Hell‘s Angels‘ then we throw the beatle) - S - S - (we meet the large robot) - GIVE CREDIT CARD - S - (nice chap?) - E - W - PULL PLUG - (it really is so)) - E - UP - UP - TAKE FLASK - DOWN - DOWN - DOWN - W - TAKE CUTTERS - E - S - W - PUSH PILLARS - (the ceiling collapses and covers the power cable) - E - SW - SE - THROW FLASK - (the bodyguard is destroyed and and the god father gives us back our credit card) - TAKE CREDIT CARD - NE - NW - E - E - DOWN - CUT GRATING - UP - E - (we meet a Busker) - GIVE CREDIT CARD - (he opens the cover for us and returns our credit card) - UP - DROP ROOTS - DROP CUTTERS - DROP CLOAK - DROP STONE FRUIT. (at this point we have to search each room in the area or listen, to find the correct

153) In the cargo hold of the space bus / radcom
154) In a habiviron activity area / mushmat machine, empty plate
155) In a rest-zone / bed
156) In a small smooth cubicle / drainage grid, ventilation grille
157) In a dirty air-duct
158) In a soft tube
159) In a long tubeway beside an airlock
160) At a junction of wide cylinders
161) At a plasteel junction

162) In a cupboard / helmet, leotard
163) In an airlock with iris-doors
164) East of the docking bay beside an airlock and a starbike
165) Astride a starbike / starter
166) In a ledge inside a cylinder
167) On a wide sloping ramp
168) In the east-west transit tube
169) At a T-junction
170) In a north-south walkway
171) In the control room -> final message

So that's it for the somwhat entended information to the locations on the attached plan. As you can see there is a very real chance that you could get lost in this adventure. So it's especially important to take notice of the plan and the solution which you have printed out and to follow it exactly. But let's not lose any more words on this subject and get on with solving this classic adventure.

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(From the start, in the control room of the crashed stratoglider) E - TAKE COMPASS - TAKE GEIGER COUNTER - TAKE RADSUIT - WEAR RADSUIT - W - OUT - E - DIG - (we discover a path) - DOWN - DOWN - DOWN - E - S - (we begin to feel sleepy and tired) - SLEEP - (we sleep, and a pressure wave passes our position without harming us – if we had stayed outside we woud have not escaped it) - N - E - UP - E - TAKE SPADE - W - DIG - (a way up to the surface becomes visible) - UP - (the geigercounter begins to register) - YES - (we wait a while and then we are back on the surface – or on what remains of it) - DROP RADSUIT - E - E - E. (from now on we have to hide whenever we hear the sound of a helicopterab (HIDE) – it is an armed military helicopter which is looking for us) E - S - (the parrot will steal something in this area from us – probably the geiger counter) - DROP GEIGER COUNTER - (if the parrot has already stolen it then we don't need to bother about it – we will get it back very soon anyway) - TAKE BEAN - EAT BEAN - (we are now able to garry a number of items) - SE - TAKE PEA - (we wait until a grey bird appears) - THROW PEA - (the bird will eat the berry and leave an object behind) - LOOK - (here is a grey egg and a bee with a telescope) - TAKE TELESCOPE - LOOK THROUGH TELESCOPE - (we are looking at the defences of the town) - TAKE BRICK - PLANT BRICK - (it grows into a small house plant) - DROP TELESCOPE - (the bee takes it back and disappears). IN - TAKE FISH FUNGUS - OUT - W - TAKE STONE FRUIT - N - TAKE SEED - EXAMINE SEED - (it is full of holes and hat „air pockets") - N - E - E - TAKE STEM - EXAMINE STEM - (a hidden Tipp to it's use) - W - W - N - TAKE TUBERS - EXAMINE TUBERS - (looks like Paddel) - N - (we meet a leviathan) - GIVE FISH FUNGUS TO LEVIATHAN - (bites the fungus and swims away)- N - (we paddle in our boat) - N - TAKE PILL - (the pills helps with radiation sickness.....so as soon as we get the report that we feel feverish......) - EAT PILL - N- E - W - S - (here is the parrots nest and stolen articles) - TAKE (we take back what was stolen from us) - S - TAKE FOXGLOVES - EXAMINE FOXGLOVES - (a petal in the shape of a finger) - W - S - (in the boat again) - S - TAKE LOG - EXAMINE LOG - DROP GEIGER COUNTER - (in case we have it at the moment – but now we get rid of it for good) - S - W - TAKE WISHBONE -

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„Johan Koelman (Dr BEEP) wrote 2 emualtors which run on the Spectrum: Videopac and ZX81 (Cool, or what?)"

WinSGD
http://www.worldofspectrum.org/winsgd
„Martijn Groen is working on WINSGD, a Windows-Version from SGD, which should appear in a few months."
SGD stands for the „Spectrum-Game-Datenbank", at the moment a DOS program, developed by Martijn Groen.

News from: raww.org *http://www.raww.org*

Again a lot of interesting news from raww.org! A lot concerning 8-Bit-Partys, which our readers could visit!

DiHalt 2006
http://www.dihalt.org.ru/index_eng.htm
„April comes just once a year. That seems sensible. And April 2006 is no exception. We see that at the end of the month the DiHalt party makes a welcome return. The pages have just been translated into English so that you can check the rules for the very import Spectrum-competitions. There are categories for: 512b-Intro. 4k-Intro, 640K-Demo and 640k-Game. And of course the usual graphic and music competitions. The party will take place on the 29th and 30th April in Niznij Novgorod (Russia)."

MegaLZ-Komprimierung
http://lvd.nm.ru/MegaLZ
„A few days ago I discovered some new things on Scenergy about MegaLZ, a code compressor. Why have I kept quiet until today? Well because I am MegaLaZy. Do you want to know what I have done?
The packing takes place on a PC in a similar way to BitBuster (the source is included but you can use the precompiled binary file), it allows a much greater compression (and much higher speeds). And the relocatable part of the packer remains with a length of just 100b. What I haven't tried is the list of benchmark tests available on the site (downloadable, complete with the packer used) and it will certainly compare well. In any case worth a look, especially if like me you work with cross assemblers. I am asking myself how my old and well know Turbo Imploder would fare? Hmmm."

MB-HDD updated

http://www.8bc.com/sinclair/DOWNLOAD/index.htm

„Possibly because of the increase in interest in large memories for the ZX-Spectrum and possibly because of the competition with DivIDE but I have noticed that the details of the MB02's MB-HDD system have been updated.

You can find all of the features of the device on the 8BC web site. The design and the circuit diagram have been changed to guarantee better compatibility, also a list of IDE devices which have been tested has been included. This includes 4 Compact Flash Cards with up to 512MB capacity. When I remember the problems I had with cards of more than 32MB capacity is that a good thing. If you have a MB02 laying around the soldering iron it could be a good idea to make up a printed circuit board. Or as an alternative I, LaesQ am going to solder a number of mods to my DivIDE board – Compact flash can be a tricky thing".

ZX-Clone

http://tarjan.uw.hu/zxclones_en.html

„I have just had an E-Mail from Ricsibu, author of various Hungarian Hardware articles, saying that he is working of new version of ZX-Klone and it's peripherals. It's must certainly be a mammoth project and a long way from being finished (I didn't yet find the latest hardware „ DivIDE), but there is a lot there. Photo's have been added but take a look yourself on how the development is going."

International Vodka-Party 2006

http://factor6.ic.cz/ivp

„Last night I received a mail from Mr Yerzmyey. He was asking me about something else (see below) but mentioned, that the Vodka-Party will be taking place again this year. It's a small party from the Scene, at which a large amount of Vodka (and probably strong Polish beer) is consumed. At the moment the planning is for some time in April and I hope I will be able to participate (this time I will try to take some „fucking" black British beer for Yerz – as he has requested, I think he means strong beer – *I think he may mean Guiness - Ian*).

The other thing he was asking me was, when the AY-Riders pages are going to return (they are his pages but hosted by raw.net). At the moment I can't host them, even though I could find a temporary home for them. The old address (ayriders.zxdemo.org) doesn't work anymore but we hope we can solve the problem when we have found a final place to host them. I have just logged on by #z80 and discovered that there is now a IVP-Web site, great".

078) In an east-west river tunnel
079) South of the river in a damp tunnel under the city wall / Grounch the Golem
080) At the north end of an echoing hall
081) In an echoing hall
082) South of the echo chamber
083) Between massive double doors / big robot
084) At a cross junction
085) At a ventilation junction
086) In a blocked ventilator shaft / plug
087) In the ventilation system
088) On the roof / flask of water
089) In a room of twisty roots / pair of cutters, dead robot
090) At the north end of a bare hall / blazing fire
091) Admidst a pile of electrical cabling / cables, pillar, junkie
092) In the huge hall west of the fire
093) At a throne made of robot parts / bodyguard, godfather
094) In the hall east of the fire
095) In an air conditioning duct
096) At a duct junction
097) In a very tight recess / grating
098) Beside a hatch in the duct / busker
099) On many coloured sand east of a wall
100) On a yellow brick road
101) At the gate of Ivril
102) In a sweltering tropical hot-house
103) At the fountains of paradise
104) In the dream park
105) In Duncton wood
106) Deep in yearwood
107) At the end of a road from the east / tall statue with a crack in the base, note
108) In the broken lands
109) Beside a little house on the prairie
110) In a little kitchen / beromat with a small slot, little koala
111) At earthsea
112) On the shores of death / riverboat
113) In a casino at the island of the mighty / riverboat, croupier
114) Beside the well at the World's end / well
115) In the well of souls / washing powder -> ticket
116) At the station ticket barrier A / metal barrier marked with three O's
117) On a grubby subway platform A
118) On a tabby bench in a shabby train / emergency card
119) On a grubby subway platform B
120) At the station ticket barrier B / metal barrier marked with three O's
121) Near the floor button of an elevator A
122) In a blue glass elevator / buttons numbered 0 - 9
123) Near the floor button of an elevator B
124) At the cop shop / identity document
125) Near the floor button of an elevator C
126) In the Mid-Lloyd bank / loon (automatisch gelangt man wieder in 125)
127) Near the floor button of an elevator D
128) In the D.I.Y. /screwfinger
129) Near the floor button of an elevator E
130) At the estate agents (automatisch zurück in 129)
131) Near the floor button of an elevator F
132) At the travel agents / travel pass (automatisch zurück in 131)
133) On the track below the platform
134) Walking down the tunnel on a track below the platform
135) On a grubby subway platform C
136) At the station ticket barrier C / metal barrier marked with three O's
137) In the foyer of the city hall
138) In the palatial reception area
139) In a voting booth
140) In the corridors of power A
141) In the corridors of power B
142) In the corridors of power C
143) In the council chamber
144) In the board room
145) In the city father's computer room / city fathers
146) On the seat of power under an enormous haloscreen / visor, huge screen
147) On a grubby subway platform D
148) At the station ticket barrier D / metal barrier marked with three O's
149) In the spaceport waiting room
150) In the embarkation lounge
151) In the green lane through customs
152) In the space bus

007) In a network of earthy passages
008) In an imense doomed cave
009) In a comfortable cave
010) In a tunnel junction
011) Scrabbling on loose earth
012) In a tunnel which ends at a solid rock face / spade
013) Beside the remains of a spacecraft
014) Trudging through the ashes
015) On a blasted heath
016) On a well trodden path
017) In a pleasent woodland / geranium
018) At a bend in the forest path / bean
019) On a green sward / sweet pea, telescope, see bee, brick egg, house plant
020) Inside the house plant / fish fungus
021) In keystone coppice / stone fruit
022) Deep in the bush country / seed
023) In a grove of young saplings / stem
024) On the river bank / tubers
025) On the river close to the south bank / leviathan
026) Below the north bank of the river
027) On the river bank at the north side of the river / pill
028) In a maze of maize A
029) In a maze of maize B
030) In a maze of maize C
031) In a maze of maize D / large nest (stolen items)
032) On the north bank of the river near a huge waterfall / foxgloves
033) Sailing beside the south bank just upstream from the enormous waterfall / log
034) On the clifftop south of a tremendous waterfall / fig-leaf
035) In soggy woodland / wishbone
036) On a tiny island at the brink of an awe-inspiring waterfall / dry bulb -> shoot
037) In a dense jungle south of a huge waterfall
038) In the shade of the great trees
039) In luxuriant undergrowth
040) Amongst twisted tree roots / cling vine, roots
041) The trees press tightly together
042) On a woodpile / branch
043) In a very giant greenwood tree
044) In the heartwood admidst radiating branches / bug
045) Amongst the aerial roots of a giant tree
046) On a north-south trunk root
047) Within a confusion of tangled twigs / cold leaf, plane twigs
048) In a pleasant water meadow / clump of vegetable, balloons, quicksand
049) In treacherous farland / cloak on a bush
050) In a giant redwood tree
051) Halfway up the giant tree
052) On the south platform
053) Standing on bent boughs
054) On the north platform / lever
055) Standing in the treetops
056) Clinging to the topmast branches / very fragile branch
057) At the tip of a tree / blue berry
058) On a platform east of the branch line / cherry, stalk
059) In the cathedral forest
060) Beside a leafpile / ant army
061) Sqeezing through the hot-house forest / rubber band
062) At the edge of the forest / fence
063) On a patch of clear land
064) On clear land south of the observation tower
065) On a stretch of clear land west of a high wall
066) On the beach / sea weed, autosythe
067) Riding on the autosythe -> On the beach beside the sea side
068) At the east end of the beach / autosythe, weeder
069) Riding on the weeder
070) A root whips towards the dome
071) Swimming just below the surface of the cool river
072) Swimming underwater in the cool river
073) Swimming underwater through rugriad water plants
074) Swimming further downstream
075) Near the river bed
076) Swimming at the bottom of the river
077) Swimming in a tunnel under the city wall / credit card

Demo's for the new year

http://zxm.speccy.cz/files/72.zip

http://ci5.speccy.cz/ci5/gfx-show-2.php

http://scenergy.natm.ru/files//gift2oo6.rar

I love new and clever demo's and so I thought these might be of interest:
„A number of new demo's for2006:
Be Happy 2006, Graphic Show and from the n-Discovery Demogruppe: Gift2006 for PC"

More Demos

http://www.pouet.net/prod.php?which=20982

The Speccy was the winner of the last Demo-Party 2005 which took place at the Karlsruhe-Durlach ultimage meeting.

„Haiku from Gasmann / Hooy-Program began in the Alte-Schule(old-school)-4K-Competition, but due to a lack of entries was moved to the Alte-Schule-Demo-Competition where it won first place, there were three entries".

DISCiPLE/+D Emulator für divIDE

http://www.biehold.nl/rudy/+divide/index.htm

Us Dutch men are also on the move: This piece of news proves it:

„So as to make sure that this isn't kept hidden – about one month ago Rduy Biesma released a new version of the DISCIPLE/+D emulator for the divIDE-Interface, with the amusing name +DivIDE. It is an adaption of the GDOS/G+DOS-System, which is included in the DISCIPLE/+D interface and which is supposed to work with all of the DISCIPLE/+D software, which doesn't call routines directly in the GDOS/G+DOS-ROM. The emulator works with virtual diskettes which are stored on an ATA device, each taking 1600 sectors".

Turtles Dreams v2.2

http://zxeng.raww.net/results/tdreams.zip

„As I was just surfing around during a coffee break I noticed that DJH had uploaded the latest version of Turtles Dreams. In v2.2 there is a list of all of the ZX-Work from all of the Demo party's. Choose a party which took place in 2005 and a list is displayed so that you can see exactly what was released and from who. A nice project from ra.id of Mayhem – it's amazing how much stuff there is".

UnrealSpeccy 0.33b

http://sourceforge.net/projects/unrealspeccy

„There is a new version of UnrealSpeccy! But more it is now a real SourceForge open project, which means that there are easy ways to find the newest version (it is in reality reserved by SF for years) Version 0.33 is available for download on the homepage and the program is worth the effort (a couple of hundred KB-but I'm at work and can't download .rar files –drat!?) Fortunately SF supplies, despite the fact I can't download it at this location (believe me not a problem with the download just a problem with the company firewall), the newest comments about the version. There are a couple of nice additions which you should read through for yourself.

I must just send myself an E-Mail to remeind me to download the file when I'm back at home".

TR-Songs Archiv Update

http://bulba.at.kz/news_e.htm

„I'm slowly working my way through the „main" new items on these pages, and the next on the list is not 1 but 2 (two!) updates from Sergey Bulbas Tracker-Liedarchiv. The two updates bring in total a 12MB download with a breath taking 16700 music modules. Year for year this is worth playing. OK, OK, after around a month I have played them all, when you think that each track is about 3 minutes long. But that's still a long time and a lot of music.

When you have downloaded the program you might want to keep a look out for the AY-Emulator v2.8b12 and Vortex Tracker II v1.0b12. In the first place to be able to play the music and secondly to be able to write your own tracks when you have been inspired enough.

Forever 7 angekündigt

http://forever.zeroteam.sk

„I have discovered that the Forever 7 party has been planned for along time but as I saw that raww.org had disappeared for a while I've just arrived here to report on it. There are a number of surprises with the next party and it will probably be the biggest 8-bit-party (I'm waiting for anyone to disagree). It will take place in sunny Trencin, in the Slovak Republic from the 17th to the 19th of March 2006, the weekend before my big birthday (I'm still a youngster at the moment of only 29). I think I will give it a try and see it as a little present for me (I expect beer from everyone who I meet). To date only 10 people from the ZX scene has said they are coming, so check your dates and register now. Who knows I

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video) is not as good as the RGB signal used together with an RGB monitor and for another of course some quality is lost in the conversion process. It simply isn't possible to make a 75Hz SVGA signal from a 50Hz video signal without some loss of quality. And lastly I would just like to mention that I personally can never get used to the clear Spectrum graphic on a high resolution screen. The Spectrum simply always has slight a swimming effect at the edges of objects and colours. As with a television…..
There are multi-media monitors on the market which can accept VGA and RGB inputs. So if you are planning to buy a new monitor it's something you could think about.

Tips & Tricks

Adventuresolution RETURN TO EDEN

Hello all Adventure friends!

For our adventure today we have selected a really complicated piece of software, that is „Return to Eden" from the publishing house Level 9. In later years this program was published as part 2 of the Silicon Dreams Trilogy. Once again we have been thrust into a not too rosy future and find ourselves at the beginning of the game on a for us not very sunny planet. Our space ship has crashed and we are as I said on the above mentioned planet called Eden. With what we have been able to salvage we begin our exploration and pretty soon find out that the planet is not very welcoming. This means that our only plan can only be to give in to the planet or find some way to escape. As our space ship is most certainly in no condition to help us escape we can only look around and find another way out of our unacceptable situation. But before we go together to begin our exploration and to finding the solution to this adventure lets take a quick look athe the attached plan and the description of the locations. And as today's adventure is a large one let's get started:

001) In the control room of the crashed stratoglider
002) In a walk-in cupboard / radsuit, watch, calculator, compass, geiger counter, tent
003) Beside a stratoglider
004) On a huge mole hill
005) Inside the mole hill
006) In a steep tunnel

might even finish my Intro from Forever Hex! Somewhat disappointing will be that fact that it is probably a continuation of plop".

Alien 99, a new Speccy-Game

http://usuaris.tinet.org/jpm

„As the newest face in the Speccy-coder scene (I think), JPM has announced a fast new game Alien 99. It is a mathematical oriented blaster game, with the fascinating characteristic of being completely displayed in attribute blocks. – As JPM says „ during the game not a single pixel is written to the screen". It is free to download and available in English as well as Spanish".

Readers Letters

The time was a little shorter this time for readers letters. never-the-less we still received a number of questions, articles and suggestions and we were very happy to have them:

Hello Mr Eberle,
does „CK-Computer Kontakt" still exist on CD/DVD? Greetings Heinz Schnitker

Hello Mr Schnitker,
a CD did appear just once, many years ago, though it was produced privately. Perhaps one of our readers has a copy or knows where you could get one. So we are publishing this question in our next magazine….

Hello Thomas,
firstly I would like to wish you a happy and healthy new year. In September I paid the years subscription (8 Euro's) for the SUC-Session-Subscription 2. Unfortunately I have not received any information. Is my membership not registered or have there been no further issues of SUC-SESSION since September?
And another question, which I'm sure you can answer. At the Spectrum meeting in Wittenberg a number of people had a Spectrum 2. What are the differencies between the Spectrum 2, 2+,2A and the black or grey cases? Could you tell me the main differences and which is the best one? It Isn't urgent but I'm interested.
Hearty greeting from Dessau
Klaus-Peter Casper

Hello Klaus-Peter,

thank you for the good wishes. The time I have available for the club is very short, the activities with my own company just have to take priority. So that I have transferred the editorial responsibility for the SUC-Session to Benjamin Versteeg. As before I do the layout of the magazine after the texts are released as finalised. I would have loved to have produced another issue last year but the articles arrived such a short time before Christmas…for me the busiest time of the year. So that there was no chance to produce an issue of the magazine. I had an agreement with Benjamin that an issue would be ready in January and at the end of February the next.

Your membership is registered and you will receive copies of the next issues.

As to your Spectrum +2 question: The grey Spectrum is basically the follow up model to the 128K Spectrum and internally they are very similar. Then there came from Amstrad the Spectrum +3 with built in diskette drive. This had a newly developed ULA and a new power supply (which to tell the truth is better than the old one). Also the bus was completely restructured, lot's of older hardware is no longer compatible and because of the newly developed ULA the timing is also different. The +2A (Black) was developed as a cheap first time user model and so is the youngest member of the Spectrum family. It is sort of a Spectrum +3 but without the diskette drive but instead has a built in cassette recorder. Other than that it has the same advantages and disadvantages as the Spectrum +3. As it's more compatible to older hardware the Spectrum +2 (grey) is more to be recommended than the +2A (Black). There was also a Spectrum +2B but it was simply built in another country.

Hello once again.

My hardware is working more or less but there are still contact problems between my SPECTRUM & OPUS. Doesn't a suitable connection cable exist for both devices? Do you have anything in your shop? Or are there other possibilities to connect them? I had thought about soldering each individual cable to both devices. Then really all of the problems with 'contact wobble' would be solved for good or what do you think? I would be grateful for any tips or suggestions.

Larry Livingston.

Hello Larry,

each cable between the Opus and the Spectrum would just increase the problem. I think that the difficulties occur when the Opus is not positioned exactly (there is a 1 to 2 mm play in the plug/socket which can have an effect) or when the bus of the Spectrum is dirty (clean it with a soft eraser, this works really well).

It's worth while fixing the connection when you have found the best one, for example with sticky tape on the underside etc. Of course you could also use a short flat cable between them and we do have such a thing in our offer.

Larry ordered one immediately and contacted us again:

At last the thing is working (almost) as it should.

Firstly thanks for your effort and help. The bus extension was just what had been missing.

The system is at last stabile. Though there are two small 'problems'.

And they are that my Kempston Joystick won't work on the OPUS joystick connector. What in the world can be causing that problem? The second problem concerns the RGB connection between the Spectrum and the SCART socket of the TV. When I just use the antenna cable I have a clean picture. But if I connect the 128 2+ with an RGB cable then I only have a picture with stripes – and it doesn't matter whether the antenna cable is connected or not. Is this a cable problem or the Spectrum itself? I would be really happy for tips, ideas or suggestions of any sort.

PS: ATTENTION THOMAS!!!! Yesterday I found an old OPUS diskette from you on which you have sent me various demo's and a letter (also on diskette). THE DISKETTE IS FROM 1993 or 1994!!!!! And you used the name 'EBI'… ***grins***

Best wishes from Enger, Larry Livingston

Hello Larry,

you need to switch on the Joystick socket. This is described in the OPUS instructions and uses the command FORMAT „j";1 and to switch it off FORMAT „j";0. I hope I have remembered the commands correctly. It's a long time since I last used the OPUS, I've had an MB02 for the last 10 years. Back then and still today I program using an pseudonym. Back then it was "EBI" and today it is "FBI", as that is easier for English speakers to pronounce. The change in name also took place about 10 years ago.

As to the Spectrum +2 the problem could be the cable or the Spectrum or a mix of both. The video signal should be OK as we tested it. There was an interesting article from Ingo Truppel. I will ask Ingo to send you a copy of this article.

Dear Thomas,

I want to get EasyHD from www.raww.org for my hard-disk, CD-ROM etc on the MB02. Or is it already included in the setup that I bought from you?

EasyHD has it's own commands which are different from the normal BS-DOS.

I studied programming at university and plan to produce a Gauntlet-like-game. It will be based on Gauntlet or a similar game. I'm not a hopeless case. I would really like to see a Spectrum game, that uses the storage capacity of a CD, so around 640MB a really giant Gauntlet would be really something.

My other games will be:

War of the worlds (CD Copy)

- The game and not just parts of it... perhaps the whole film digitized on the ZX instead of just a small map. From the novel by H G Wells
- Something similar to the Hobbit

I would say I'm a serious MB02 user, not just for games but:

a) Every single game I know was published in Great Britain. I don't know if the companies think that people who didn't own the game at that time shouldn't play them today, but I enjoy them.

b) Yes, I have had my Spectrum since 1983 and I legally have the right to play these games from the beginning. I can enjoy these games because I have owned them since they were first published, including Gauntlet, which I absolutely love. I would give it 10 out of 11 points.

c) Old games cannot be lent or resold. You have to have purchased them, back then when they were fresh to the market or it is illegal. Manic Miner, The Hobbit and Penetrator were released in 1983, the three best originals, they were never better. Back then I had all three!!!